



# F-16 FIGHTERSTICK

TM

## QUICK START: HOW TO INSTALL AND PROGRAM THE F-16 FIGHTERSTICK

Congratulations on your purchase of the F-16 Fighterstick! Its authentic look, quality craftsmanship, and programmability will provide you with hours of "keyboard-free" game play. It was designed and manufactured in the U.S. with the same strict quality standards you've come to expect from CH Products.

### Requirements

- IBM-compatible computer with a 286 processor or higher
- Standard gameport that supports at least two joysticks (via one port--OK)
- Standard or PS/2 type keyboard and connector
- MS-DOS 5.0 or higher with at least 500K conventional memory available

**IMPORTANT:** This is only a brief guide; for more information, please read the Fighterstick electronic manual included with the software.

### Installation

1. Turn the computer OFF.
2. Plug the Fighterstick's gameport connector into the gameport behind the computer. If you have rudder pedals or a throttle, plug them into the computer first and then plug the Fighterstick's gameport connector into the pedals or throttle "joystick" connector.  
**Pro Throttle Users:** This is the only connection you will make. Remove the Fighterstick's detachable keyboard connector cable and store it in a safe place. It is only used when the Fighterstick is in stand-alone mode. Skip over to step 5.
3. Unplug your keyboard and plug it into the back of the Fighterstick's special keyboard pass-through connector (for PS/2 machines, use the smaller connector).
4. Plug the Fighterstick's keyboard connector into your computer's keyboard slot.
5. Turn ON your computer and boot up into Windows.
6. Insert the CD-ROM in the CD-ROM drive and allow the CD to autorun. (If the CD does not autorun, double click on **My Computer** then open your CD-ROM drive. Double click on the setup file.
7. Follow the onscreen directions. Install the program for your Fighterstick called **Speedkeys**.

### MS-DOS Setup

Other than programming the buttons in **Speedkeys**, no special setup is required for DOS. You can test the basic operation of the Fighterstick using the JCENTER test included with the Fighterstick software. To run JCENTER, do the following:

1. Double click on **My Computer**.
2. Double click on your CD-ROM drive [Enter].
3. Double click on the icon labeled **Jcenter**
4. On the left side of the screen under JOYSTICK A - X and Y you should see fluctuating numbers indicating your joystick's position. Under JOYSTICK B - Y, you should see a number indicating your Fighterstick's throttle wheel position. Note: The buttons will not light up on screen if they are keyboard-programmed.
5. If test is successful, press 'Esc' and start up your game.
6. For DOS based games (even if launched from Windows), make sure you configure and calibrate the joystick per game instructions. When specifying a joystick type, select "Joystick w/throttle" (i.e. CH Flightstick Pro or F-16 Combatstick).

### Programming the Fighterstick

All the information you need is located in the online help section of Speedkeys. To access this information, open Speedkeys and follow the onscreen instructions until you reach an area that has a picture of your Fighterstick. On the lower-right hand corner you should see the button **Help**. Click on this button to access the help file.

### Windows® 95/98 Setup

Before you can use the Fighterstick in Windows 95/98 dedicated games, you will first need to setup and calibrate it in the Windows 95/98 Game Controllers Properties menu in the following manner:

1. Make sure the Fighterstick already works in DOS mode (see installation and DOS SETUP/test procedures).
2. In Windows 95/98, click **Start**, **Settings** and then **Control Panel**.
3. Double-click the **Game Controllers icon** (If you do not see this icon, see the troubleshooting section below).
4. Make sure the Game Controllers control panel is empty. Then single click on the **Add** button.

5. Select a **3-axis, 4-button joystick**. Check the “rudders” box if you are also using rudder pedals. Click **OK**.

You should now have the 3-axis, 4-button joystick listed in your game controllers control panel with a status of OK. (If not, refer to the Troubleshooting section) You are now ready to calibrate your Fighterstick.

1. Highlight the 3-axis, 4-button joystick by clicking on it once. Click on Properties.
2. Single click on the **Settings** tab, then single click on **Calibrate**. Follow the instructions provided on screen. Note that the on-screen indicators may not display the correct values during the calibration routine but should during the **Test**. Also, the buttons will not register if they are keyboard-programmed during the **Test**.
3. Click **Test...** and check for proper joystick and throttle operation. If acceptable, click **OK**, **Apply**, then **OK**.

If after several attempts this does not produce a good calibration, or if the **Calibrate** button is grayed out, see the Windows 95/98 troubleshooting section below.

### Performing a Hard Reset

Once in a while your Fighterstick may lose a stored template or may have trouble being recognized by the Speedkeys programming software. Performing a hard reset on the Fighterstick at this point would be necessary to return your joystick to factory condition.

To perform a hard reset on your Fightersick:

1. Turn the computer off completely.
2. Locate the two upper-most red buttons on your stick. One button is on the face of the joystick and the other is on the right side. Hold these two buttons down simultaneously.
3. Turn the computer on (while still depressing the two red buttons).
4. Count off 5 seconds, then release the buttons.
5. Allow the computer to complete its boot up process.
6. To verify that the F-16 Fighterstick has been properly reset, open any text editor (for example, **Notepad\***) and press the upper most hat switch “up”. You should receive a version number. If you did receive a version number the Fighterstick’s memory has been successfully cleared and you may proceed. If not, repeat steps 1-6.

\***Notepad** can be accessed by clicking on **Start, Programs, Accessories**, and selecting **Notepad**.

### Troubleshooting

⇒ ***My Fighterstick does not work in DOS games.***

Test the joystick in JCENTER (see DOS SETUP). If test fails, make sure the gameport you are using is enabled as described by the manufacturer. If it tests OK, configure and calibrate the joystick as described in the game’s documentation.

⇒ ***My buttons do not work in the game.***

Make sure that you have correctly programmed and transmitted the template in Speedkeys. If they still don’t work, reset the Fighterstick (see section **Performing a Hard Reset**) and try transmitting again.

⇒ ***When I calibrate in the Game Controllers Control Panel, I am unable to progress to the next screen, or I receive an audible “ding”.***

You must have at least one joystick button programmed in your F-16 Fighterstick. When Windows 95/98 asks you to press a button to continue, it is expecting an actual joystick button to be pressed. With Speedkeys, you have the ability to change a joystick button to a keyboard stroke, which at this point in the calibration will be unrecognized by Windows. Therefore, when you make your template, make sure you program at least one joystick button to your F-16 Fighterstick’s template.

⇒ ***When booting up my computer, my keyboard is not recognized. Or, I cannot access Speedkeys. I get an error message that the Joystick was not found. Or, my computer hangs when accessing Speedkeys.***

There are a couple of things that could be causing this. To start troubleshooting the problem, make sure that:

1. Your keyboard pass-thru cable is attached firmly to both your keyboard and the keyboard connector in the back of your computer (see **Installation**)
2. You are not using a programmable keyboard
3. You are not using a ps/2-AT keyboard adapter
4. You have the latest BIOS for your particular motherboard
5. You have tried at least 2 non-programmable keyboards
6. Your gameport is providing your device with 5 volts (check your computer manual for more information)
7. Your motherboard powers down your keyboard **completely** when the computers power is off.

If the above checks out, then perform a hard reset on your F-16 Fighterstick as described in the **Performing a Hard Reset** section of this manual.

⇒ ***Speedkeys will not work on my Windows 2000 computer.***

As of print time, there is no official Windows 2000 support for the F-16 Fighterstick. Windows 2000 will actually see the different axis of the joystick, but cannot be programmed using the programming software Speedkeys. The only solution at this time is to use a dual-boot system. You may boot into Windows 98, program the Fighterstick, then boot back into Windows 2000. Since the F-16 Fighterstick emulates a keyboard it should have no problem being recognized for use in

Windows 2000. The status of Windows 2000 compatibility and windows 2000 may change. Check our website for more information.

## Technical Support

***\*\*Before contacting Technical Support, please read the **electronic manual** carefully. It has a more comprehensive troubleshooting section that may solve your problem\*\****

To get the most efficient support, we recommend that you do a little research on your computer system so you can have answers ready for the questions the technicians may ask you. Please write down answers to the following before you contact us:

- What kind of computer do you have?
- How many/what kind of gameport(s) does your system have?
- With which software are you having problems?
- Do you have any other controllers (i.e. joysticks, rudders) plugged in?

Now call CH Products technical support at 760.598.7833. Or write, mail, or e-mail, us at the following addresses:

Mailing address: CH Products  
970 Park Center Dr.  
Vista, CA 92083

Technical Support number: 760.598.7833  
Web site: [www.chproducts.com](http://www.chproducts.com)  
Internet email form: [www.chproducts.com/support/form](http://www.chproducts.com/support/form)  
Online Knowledge Base <http://www.chproducts.com/fom/cache/1.html>

## Warranty

The F-16 Fighterstick™ is warranted to the original purchaser to be free from defects in materials and workmanship for a period of three (3) years from the date of purchase. During this warranty period, CH PRODUCTS will, at its option, repair or replace, at no charge, any component determined to be defective.

The liability under this warranty is limited to the repair of and/or replacement of the defect or defective part at our factory, and does not include shipping expenses. This warranty does not apply if, in the opinion of CH PRODUCTS, the F-16 Fighterstick™ has been damaged by accident, abuse, improper usage, or as a result of service or modification by other than CH PRODUCTS.

"NO OTHER WARRANTIES ARE EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO IMPLIED WARRANTIES OF SALABILITY AND FITNESS FOR A PARTICULAR PURPOSE. CH PRODUCTS IS NOT RESPONSIBLE FOR CONSEQUENTIAL DAMAGES." SOME STATES DO NOT ALLOW EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

To obtain warranty services, send the F-16 Fighterstick, postage prepaid, with a check for \$6.00 to cover shipping and handling, together with a dated proof of purchase and RMA# (Return Merchandise Authorization) obtained from CH PRODUCTS at 760.598.7833 to: CH PRODUCTS, 970 Park Center Dr., Vista, CA 92083.

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